

FIG. 1

```

;BAC
; ; ; is comment.
( Head
  ( bacVersion      6 )
)
( Figure
  ( Textures
    ( i2  256  256 )
  )
  ( Colors
    ( f3  0.78431  0.78431  0.78431 )
  )
  ( Vertices
    ( coords
      ( pnt 92.545      - 0.15637      76.428 )
      :
      ( pnt 0      655.76      69.876 )
    ); coords
    ( normals
      ( vct 0.64365      - 0.76197      0.071529 )
      :
      ( vct - 1.7037e - 010      - 0.028882      0.99958 )
    ); normals
  ); Vertices.
( Bones
  :
  ( bone
    ( name "Body" )
    ( hasChild true )
    ( hasBrother      true )
    ( translate 2.3916e - 010  262.65  0.0097923 )
    ( rotate      3.5355e - 006  - 737.35  0.1203 )
    ( handle      0.000234  262.54  - 999.99 )
    ( vertexIndices
      11 32 34 201 330 401 422 424 591 720 801 823
    )
  )
  :
  ( bone
    ( name "Head" )
    :
  )
  :
  ( bone
    ( name "Shold L" )
    :
  )
  ( bone
    ( name "Arm L_U1" )
    :
  )
  : (CONTINUED)

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} 201

FIG. 2

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(CONTINUED)
    ( bone
      ( name "Shold_R" )
      :
    )
    ( bone
      ( name "Arm_R_U1" )
      :
    )
    :
    ( bone
      ( name "Leg_L_U" )
      :
    )
    :
    ( bone
      ( name "Leg_R_U" )
      :
    )
    :
); Bone
( Materials
  ( material
    ( name "Bone" )
    ( blendMode normal )
    ( transparent false )
    ( doubleFace false )
    ( lighting true )
    ( colorIndex 0 )
    ( textureIndex - 1 )
    ( alpha 1 )
    ( specular 0 )
    ( shininess 0.4 )
  )
  ( material
    ( name "Map" )
    :
  )
); Materials
( TextureCoords
  ( f2 0.9861 0.030066 )
  :
  ( f2 0.58552 0.34639 )
); TextureCoords
( Polygons
  ( face 1 ( i3 335 838 839 ) ( i3 0 1 2 ) )
  :
  ( face 1 ( i3 917 971 920 ) ( i3 5097 5098 5099 ) )
); Polygons
( DynamicPolygons
); DynamicPolygons
); end of figure

```

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FIG. 3

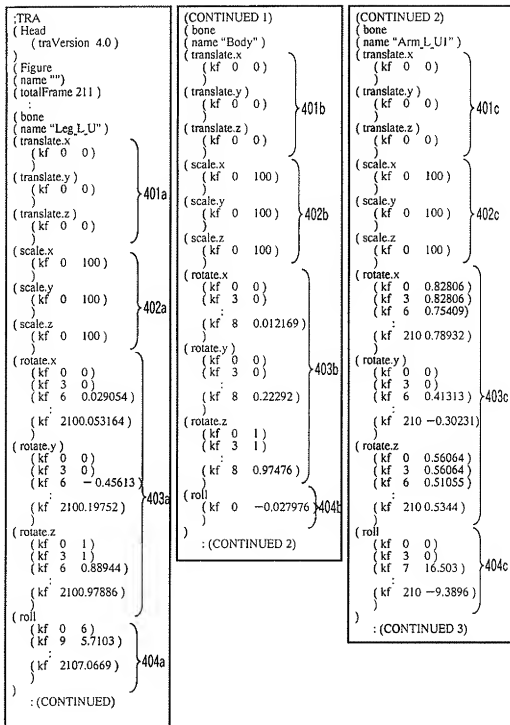


FIG. 4

<pre> (CONTINUED 3) (bone (name "Arm_L_U2") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0.17021)) (rotate.y (kf 0 0)) (rotate.z (kf 0 0.98541)) (roll (kf 0 0))) : (CONTINUED 4) </pre>	<pre> (CONTINUED 4) (bone (name "Arm_R_U1") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 -0.81208) (kf 3 -0.81208) (kf 5 -0.73175) : (kf 210 -0.64373)) (rotate.y (kf 0 0) (kf 3 0) (kf 5 -0.43367) : (kf 210 -0.60962)) (rotate.z (kf 0 0.58354) (kf 3 0.58354) (kf 5 0.52581) : (kf 210 0.46257)) (roll (kf 0 0) (kf 3 0) (kf 7 26.672) : (kf 210 19.785))) : (CONTINUED 5) </pre>	<pre> (CONTINUED 5) (bone (name "Leg_R_U") (translate.x (kf 0 0)) (translate.y (kf 0 0)) (translate.z (kf 0 0)) (scale.x (kf 0 100)) (scale.y (kf 0 100)) (scale.z (kf 0 100)) (rotate.x (kf 0 0) (kf 3 0) (kf 6 0) : (kf 210 0)) (rotate.y (kf 0 0) (kf 3 0) (kf 6 0.4505) : (kf 210 0.24665)) (rotate.z (kf 0 1) (kf 3 1) (kf 5 0.89278) (kf 6 0.76407) : (kf 210 0.9691)) (roll (kf 0 -6))) : end of Figure. </pre>
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FIG. 5

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SUBJECT NOUN TEXT STRING	LINK INFORMATION TO CHARACTER DATA	CHARACTER ADJECTIVE TEXT STRING
Girl	LINK TO CHARACTER DATA 1 - 1	little
	LINK TO CHARACTER DATA 1 - 2	:
	:	:
Man	LINK TO CHARACTER DATA 2 - 1	broad - shouldered
	:	:
:	:	:

FIG. 6

701 CHARACTER DATA NAME	702 VERB TEXT STRING	703 EXPRESSION NAME TEXT STRING	704 LINK INFORMATION TO ACTION DATA
CHARACTER DATA 1-1	sits on	happily	LINK TO ACTION DATA 1-1-1-1
		sadly	LINK TO ACTION DATA 1-1-1-2
		:	:
	goes close to	happily	LINK TO ACTION DATA 1-1-2-1
		:	:
:	stands up	angrily	LINK TO ACTION DATA 1-1-3-1
	:	:	:
	:	:	:
CHARACTER DATA 2-1	closes to	happily	LINK TO ACTION DATA 2-1-1-1
		:	:
	says	happily	LINK TO ACTION DATA 2-1-2-1
		regretfully	:
:	:	:	:
		:	:

FIG. 7

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801 LOCATION NAME TEXT STRING	802 LINK INFORMATION TO SET DATA	803 OBJECT NAME	804 OBJECT ADJECTIVE TEXT STRING	805 OBJECT PARAMETER
Park	LINK TO SET DATA 1 - 1	the bench	wooden	:
		the slide	:	:
		:	:	:
School	LINK TO SET DATA 1 - 2	the sandbox	small	:
		:	:	:
		the pool	25m length	:
:	LINK TO SET DATA 2 - 1	:	:	:
		:	:	:
		:	:	:

FIG. 8

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PHRASAL VERB
:
sit on +
stand* up
made* up +
run away
run away from +

FIG. 9

```

1000
<?xml version="1.0" encoding="UTF-8"?>
<SearchResults>
  <Item contentType="Character">
    <Thumbnail href="http://foo/Character/ai/thumb.gif"/>
    <MaterialInfo href="http://foo/Character/ai/aiModelInfo.xml"/>
    <Material href="http://foo/Character/ai/ai_model">
      <Feature type="Genre" value="Human"/>
      <Feature type="Sex" value="Female"/>
      <Feature type="Wear" value="Shirt"/>
      <Feature type="Shirt.Color" value="Blue"/>
      <Feature type="Age" value="Young"/>
    </Material>
    </Common>
    <Feature type="Published" value="2003-12-18"/>
    <Feature type="Author" value="Hoge"/>
  </Item>
  :
  </Item>
</SearchResults>

```

Diagram annotations:

- Line 1000: Underlined.
- Line 1001: A bracket groups the opening tag of the first item.
- Line 1002: A bracket groups the closing tag of the first item.
- Line 1003: A bracket groups the closing tag of the first item and the opening tag of the second item.
- Line 1004: A bracket groups the opening tag of the second item.
- Line 1005: A bracket groups the closing tag of the second item.

FIG.10

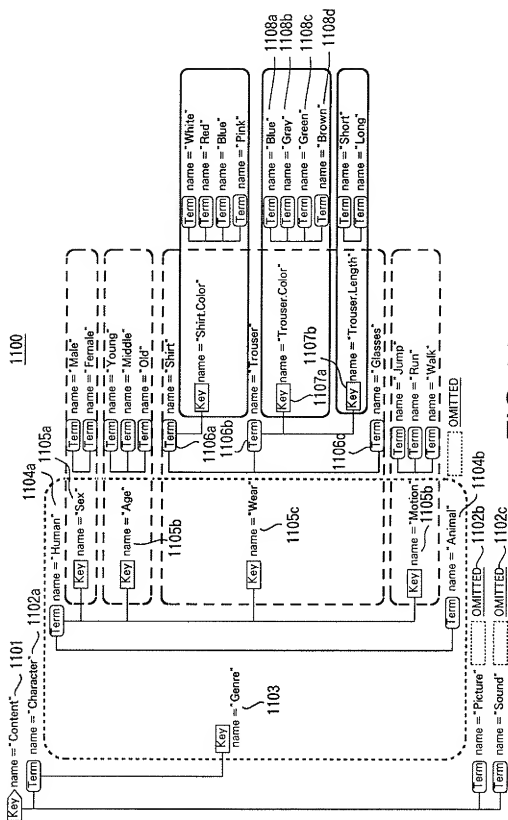


FIG.11

1215

```
<?xml version="1.0" encoding="UTF-8"?>
<Key name="Bit Rate" type="list">1301
  <Term name="32Mbps~"/>
  <Term name="128Mbps~"/>
  <Term name="256Mbps~"/> }1302
</Key>
```

FIG.13

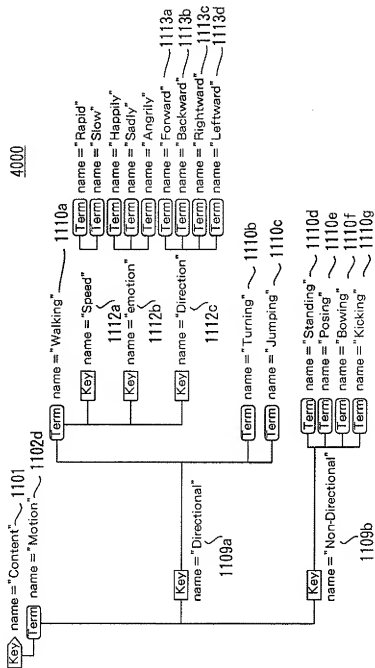


FIG.14

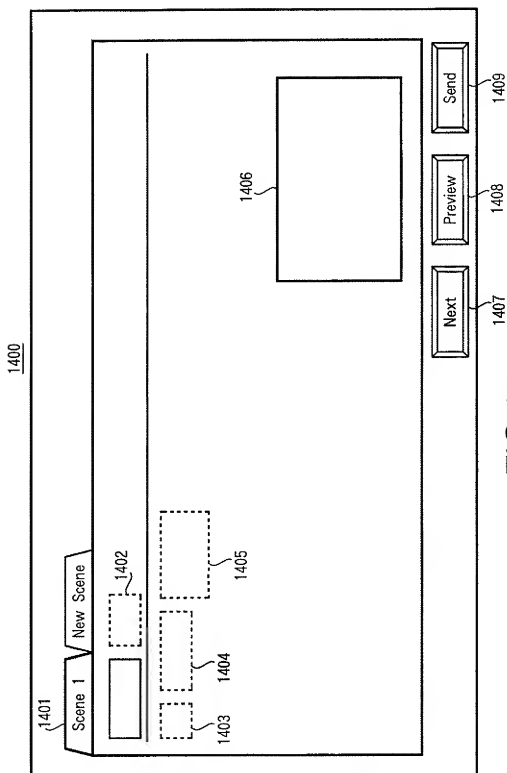


FIG. 15

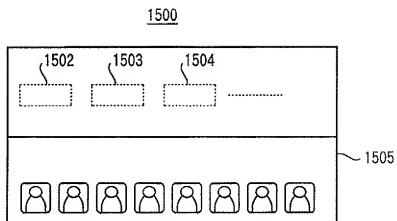
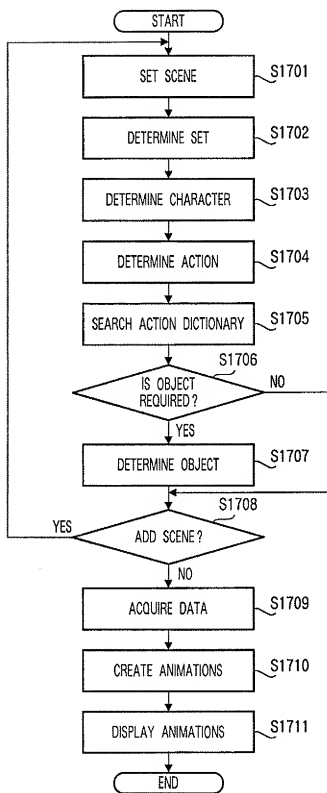
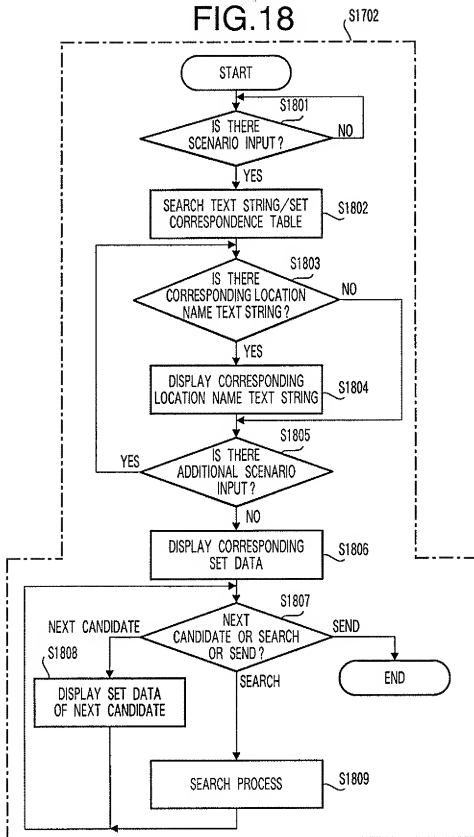


FIG.16

FIG. 17



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FIG.18



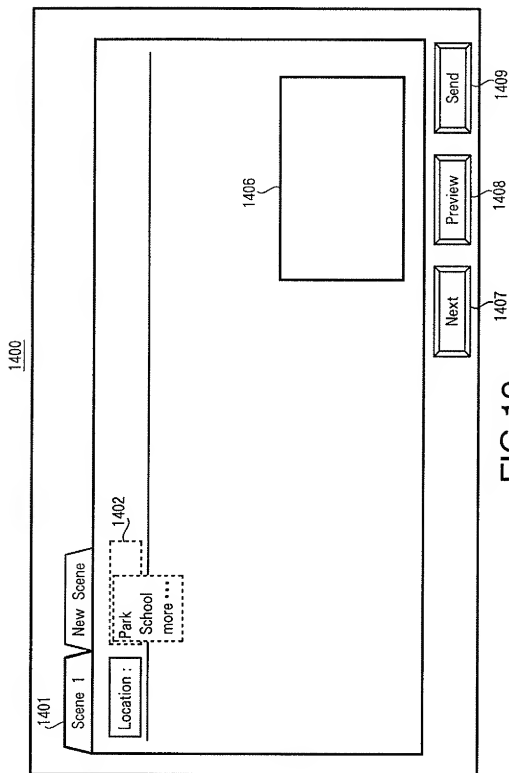
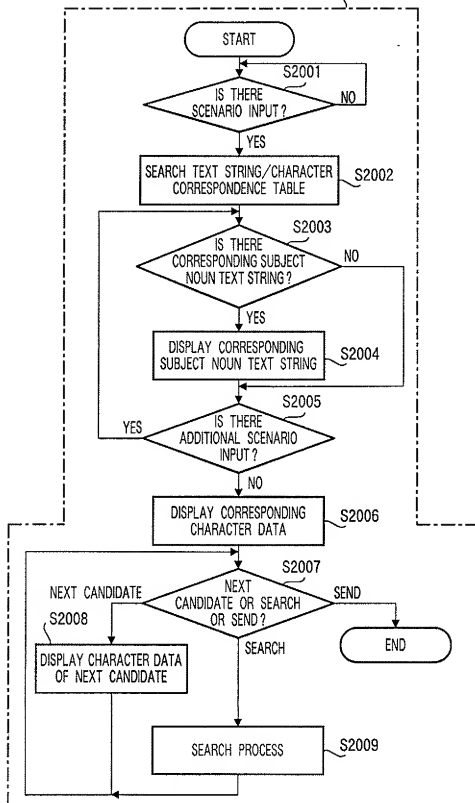


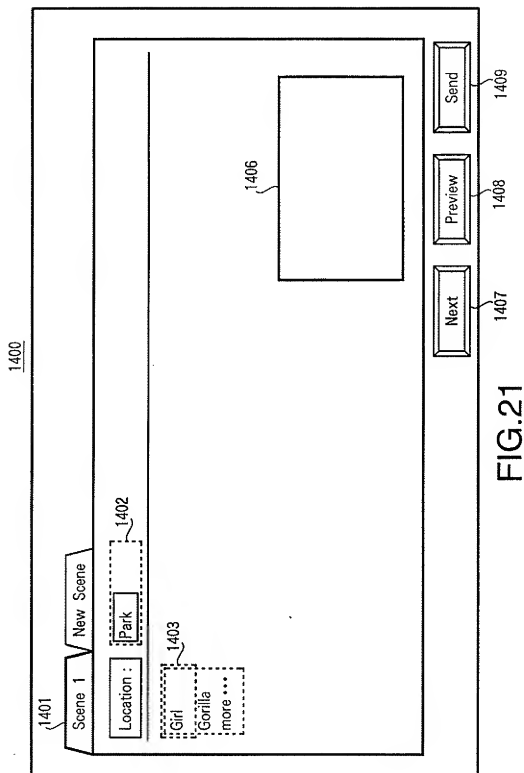
FIG. 19

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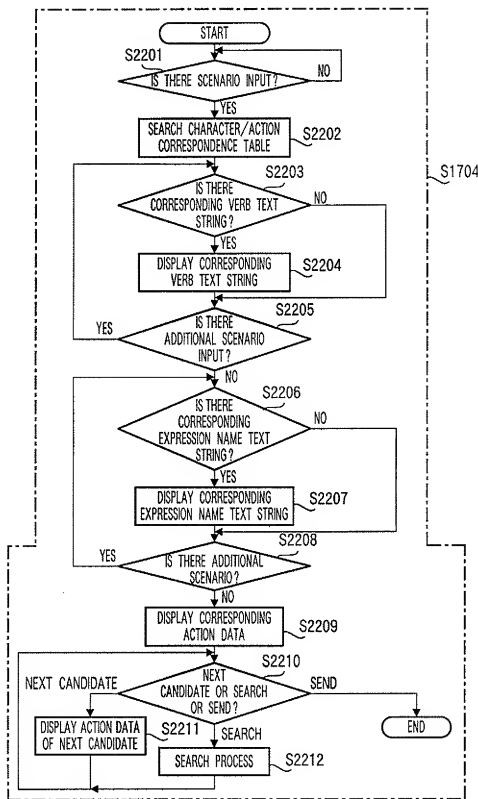
FIG.20

S1703





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FIG.22



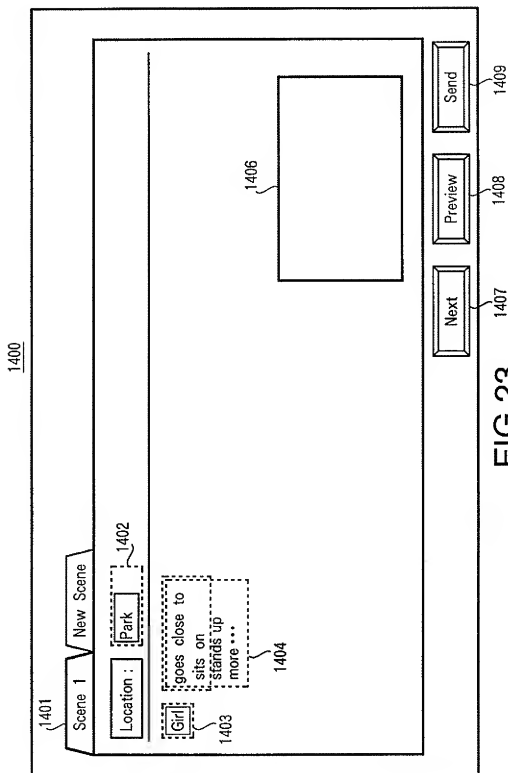
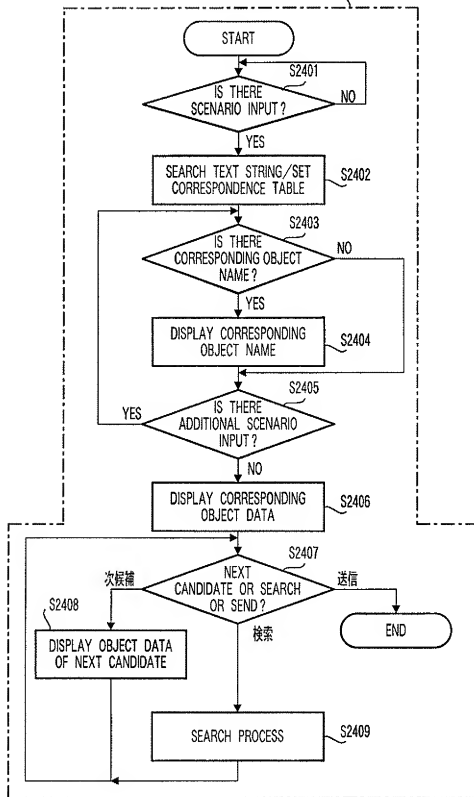


FIG.24

S1707



1400

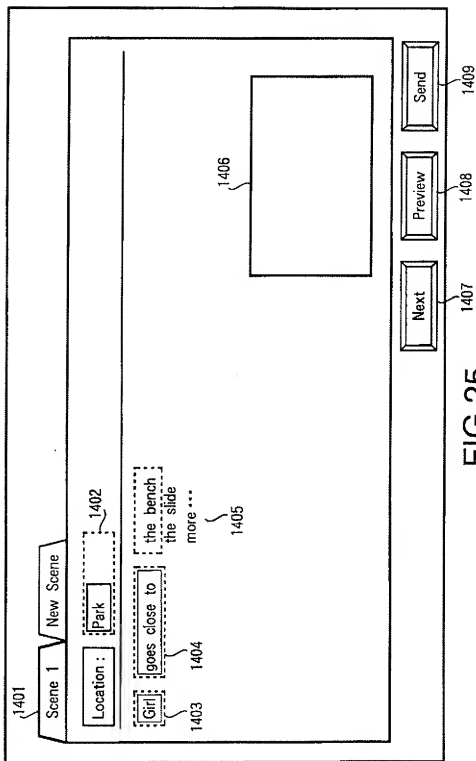


FIG.25

1400

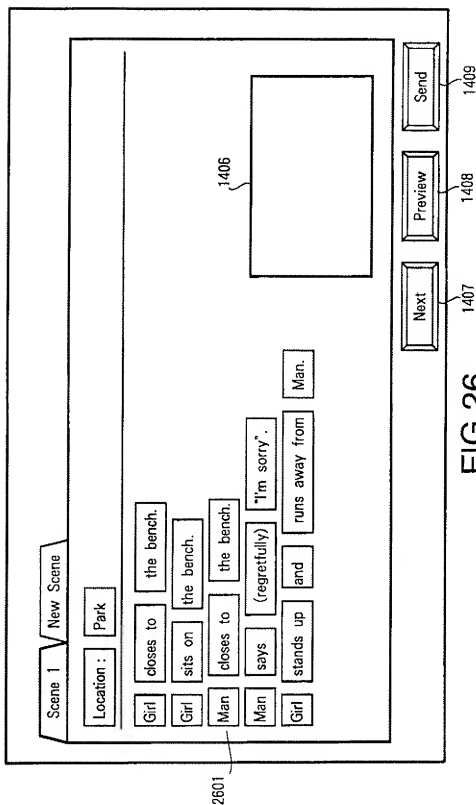


FIG. 26

FIG.27

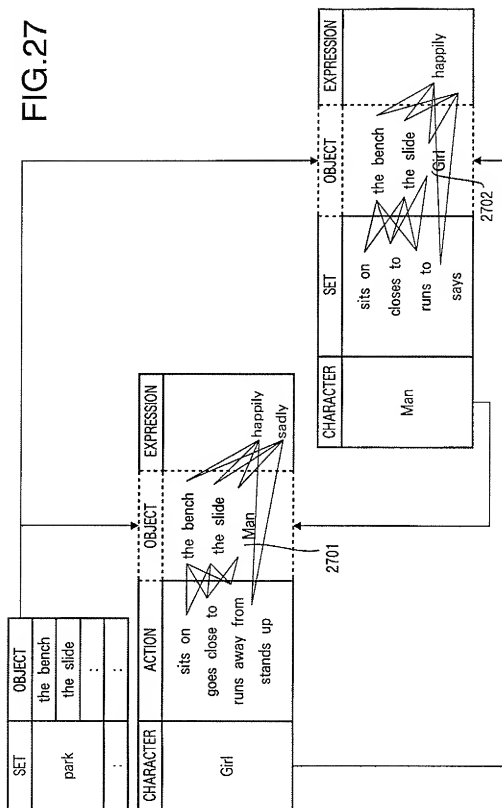


FIG.28

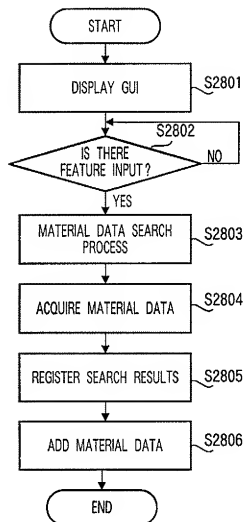
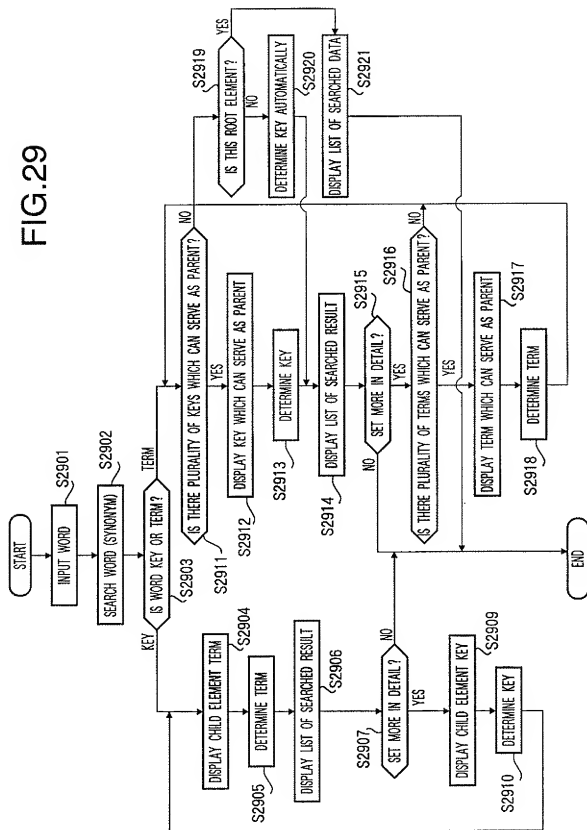


FIG.29



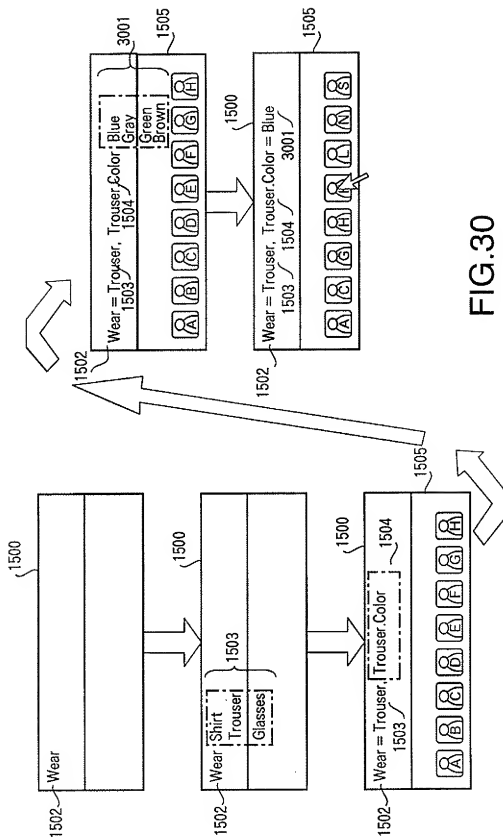


FIG.30

FIG.31

